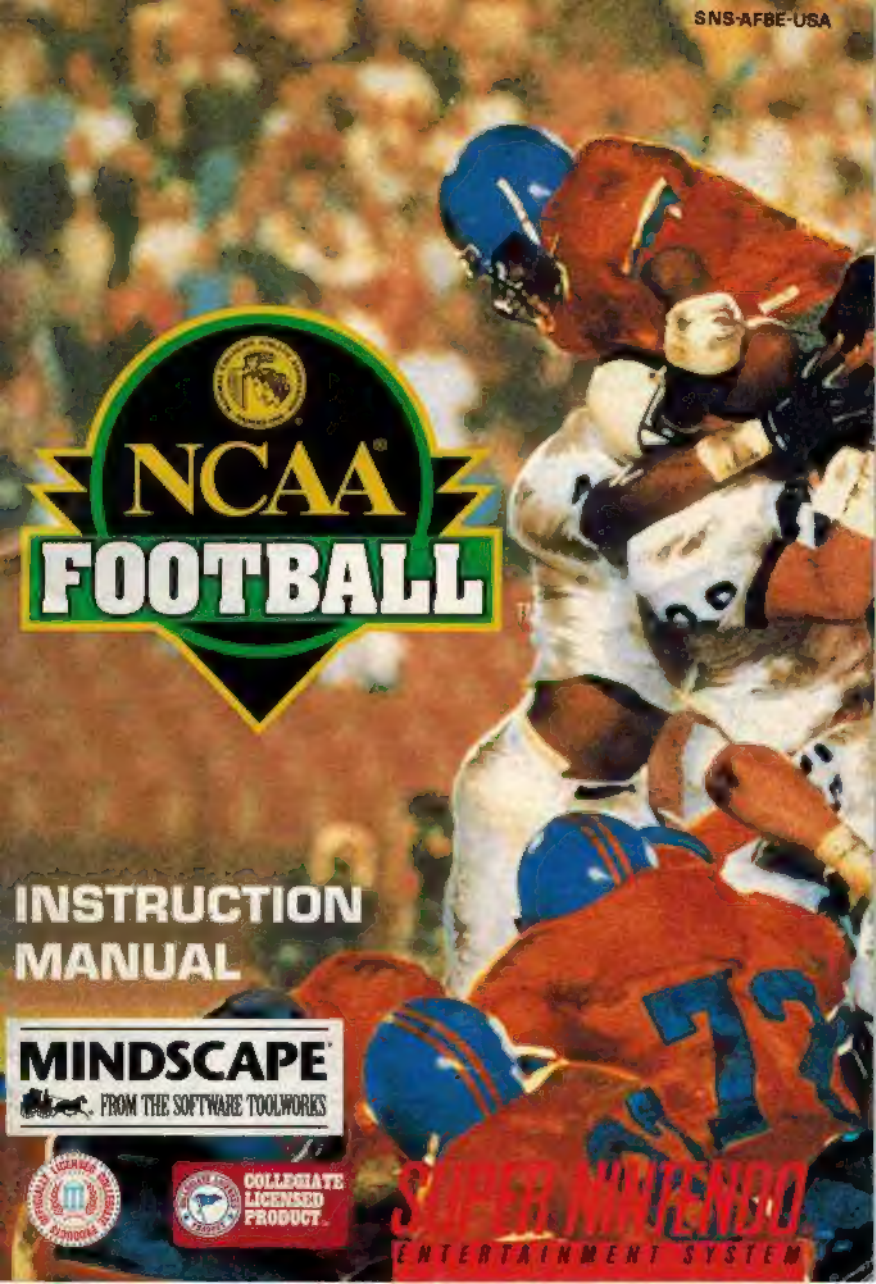
SNS-AFBE-USA


NCAA
FOOTBALL
INSTRUCTION
MANUAL
MINDSCAPE
FROM THE SOFTWARE TOOLWORKS
COLLEGIATE
LICENSED
PRODUCT
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Please read this instruction manual before beginning *NCAA Football.*

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

COPYRIGHT © 1994 THE SOFTWARE TOOLWORKS, INC. ALL RIGHTS RESERVED. NCAA, NCAA SEAL, NCAA LOGO, AND NATIONAL COLLEGIATE ATHLETIC ASSOCIATION ARE REGISTERED TRADEMARKS OF THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

NCAA FOOTBALL

CONTENTS

THE NCAA STORY 2
STARTING THE GAME 4
GAME CONTROLS 5
SETTING UP FOR PLAY 9
ON THE GRIDIRON 12
THE PLAYBOOK 17
OFFENSE 17
DEFENSE 26
CREDITS 30
WARRANTY 31

THE NCAA STORY

Had you seen the first football game, you probably wouldn't have recognized the modern sport. Of course, you would be over 125 years old and might not remember much anyway. It was November 16, 1869, Rutgers vs. Princeton at New Brunswick, New Jersey. Twenty-five players on each side. No helmets, no padding, no breaks, no substitutions, no time limit, no refs, no kidding. The ball was round and it couldn't be run with or picked up, only kicked or headed through the goals. In all, it was much more like soccer than what we know as football. Rutgers took the game 6-4 – one point for each goal.

For whatever reason, the new sport caught on. The shape of the ball changed, judges and referees were added. A system of downs was created, requiring the field to be marked out in yards and leading to the term *gridiron*. By 1900, over 250 colleges had fielded teams, but the young sport was in serious trouble. Players were being injured (and killed) frequently. Why? Imagine one of the popular offensive stategies of the time: the Flying Wedge. Several offensive players form a protective triangle around the ball carrier, possibly clasping hands. The best way to break the wedge is to throw yourself into the legs of the onrushing players. No helmets, remember? Ouch! The public was

protesting the games and several colleges banned the sport or threatened to.

In 1905, the organization that would become known as the National Collegiate Athletic Association was formed. Consistent rules were adopted; the number of players on the field was reduced and equipment was standardized. The use of helmets was followed by shoulder, knee, hip and thigh pads. Other changes were made, making football become more and more like the immensely popular modern game. Forward passing was legalized, leading to entirely new strategies and the modern, bullet-shaped ball. It wasn't until 1937 that jerseys were numbered front and back to identify players for referees and fans. Imagine trying to make a line call before then: "Penalty on... uh, the big muddy guy."

As NCAA participation increased, so did public interest in football. Still the sport evolved: modern scoring was developed and unlimited substitutions were allowed. This last led to more specialized, two-platoon play with separate offensive and defensive players. Attendance at games has grown to over 30 million per year. From its humble beginnings, football has become a true American pastime.

Starting the Game

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. For one player football action, plug a single controller into the system. For two-player competition, plug in a second controller. For three- or four-player action, connect your Multi-Player Adapter to the second port on the system and connect the second, third, and fourth controllers directly to the Multi-Player Adapter.

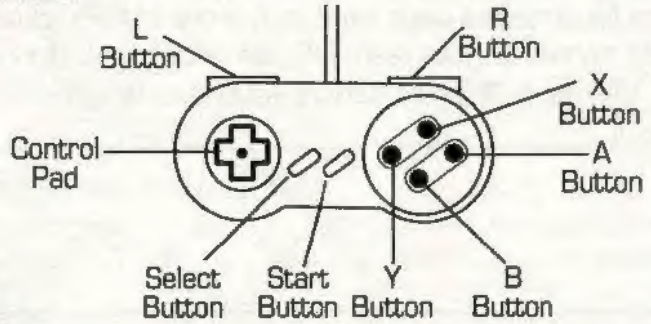
2. Insert the *NCAA Football* Game Pak, label facing front, in the system Game Pak slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. As the title screen sequence rolls, press START to go to the first set-up options screen.

Game Controls

Use the control pad and other buttons on your controller as described here to select options and play NCAA Football.



Up
Down
Left
Right

Set-up: Use the control pad to scroll up and down through selections on options screens, right and left through game variables like quarter length and weather conditions, and up and down through the plays in the playbook (three at a time). **Offense and defense:** Use the control pad to guide the movement of the player under your control.

Select

Press this to turn the "radar screen" window on and off.

Start When setting up play, press this (or **A**) to confirm selected options and move on; during a game, press this button to pause and resume play.

Use the **A**, **B**, and **Y** buttons on the right-hand side of the controller to select plays from each group of three shown on the screen for your team (offense or defense). During play, use the **A**, **B**, and **Y** buttons as follows (**X** is not active):

NCAA FOOTBALL

	A button	B button	Y button
Offense (ball carrier)			
Before the snap	Fake snap call	Snap the ball	
QB before passing	Dive	Change the selected receiver	Pass to selected receiver
In play	Dive	High step	Lateral if available
Offense (teammate)			
Before or after the snap	Dive	Cycle through players	Reverse cycle through players
Defense			
Before the snap		Cycle through players	Reverse cycle through players
In Play	Dive	Choose player closest to ball	

MULTI-PLAYER GAME

The person who presses B first takes control of the player closest to the ball, and the person that presses B second takes control of the player who is second closest to the ball. If a pass or a pitch is made to a player not controlled by the second user, it will give control of the new ball carrier to the owner of the previous ball carrier (i.e., Player 1 controls the QB and player 2 controls a WR. The play calls for a handoff to the RB, then player 1 maintains control of the RB after the handoff. If, however, player 2 was controlling the RB before the handoff, then player 2 maintains control).

SETTING UP FOR PLAY

To get set for *NCAA Football* action, you make a quick series of choices about the kind of competition you're up for, what team you want to take onto the field, what opponent you want to take on, and so forth.

Here's how to to set up for play, organized by the heading on each menu of choices you'll see.

GAME OPTIONS

The GAME OPTIONS screen lets you choose EXHIBITION or TOURNAMENT play. Use the control pad up and down keys to highlight your choice, then press START or A.

EXHIBITION competition consists of just one game with two teams of your choice for 1-4 players. Use the control pad to scroll through the teams. Hit START to select a team. Select a Home Team then a Visiting Team.

In **TOURNAMENT** play, you take a team of your choice through a grueling single-elimination tournament involving 16 teams in all. You can choose any of 16 collegiate powerhouse teams from the last four decades—the 60s, 70s, 80s, or 90s—or set up your own "Sweaty Sixteen." Use your up and down control pad buttons to highlight the "BEST OF" from the decades you want, or choose USER SPECIFIED to create your own tournament field. Press Y, B, A or START to confirm your choice.

If you've chosen a decade, you'll next see the field of teams on a SELECT TEAM screen. Use your up and down control pad buttons to scroll through and highlight the one you want to control, then press START. You'll see your team in the tournament elimination diagram that appears, above or below the team you face next. You can scroll right and left through the elimination diagram using the left and right control pad buttons.

Press START when you're ready to begin play, and you'll go to the TODAY'S MATCHUP screen, where you can select the quarter length for the game, just as in EXHIBITION play.

TODAY'S MATCHUP

On this menu, you specify the length of each quarter in the game to be played, and the weather conditions under which the game will be played (EXHIBITION play only). Use the control pad buttons to highlight your choices, and press START to confirm them and go on.

PLAYER SELECTION

On this screen, you assign controllers to each of the two teams slated to play. You can assign two controllers per team. If only one player is playing, the Super Nintendo will control the other team.

Use the control pad to select the controller to be assigned, and to place the controller under the team it's assigned to. When you're finished, press START.

On the Gridiron

NCAA Football is easy to play and tough to master. After reading the following tips, keep this instruction book handy—you'll find yourself turning to the "Game controls" and "The Playbook" sections frequently as you get the hang of player controls, strategy, and other fine points of execution and competition.

THE KICKOFF

When your team is kicking off, press and hold the B button until you reach the power you want. Release the B button. Hit the B button again to mark the angle of the kick.

The Player Under Control

The player under your control is highlighted by a colored disk under his feet on screen. At the start of each play, the quarterback is automatically defined as the player under the control on offense. The default defensive player differs with each defensive type.

As detailed under "Game Controls," you can change the player under your control during plays, both on offense and on defense. It will switch between players slower if more than one person is trying to switch at once. Let the first player press switch and so on.

SELECTING PLAYS

After each kick-off, play from scrimmage, change of possession, and touchdown, players on both offense and defense get to select a play from the playbook. The computer will choose a default play for you (not necessarily one of the three listed.) You have as long as the play clock has left if you are offense. If you are defense, you have 5 seconds after offense chooses play, or the computer will choose for you. When 2 players are together, the controller that is listed first in the controller assignment screen will select plays.

The playbook appears on the screen, showing three plays for each team, each labeled according to the button pressed to select it: Y, B, and A. Use the up and down control pad buttons to scroll through more sets of three plays in the playbook, and press Y, B, or A to select the one you want when it's on the screen.

THE PLAY CLOCK

During play, the play clock in the upper left or right corner of the screen shows the time left in the quarter and, below that, the time left on the play clock before a delay of game penalty will be incurred.

THE "RADAR SCREEN" WINDOW

Press SELECT to turn the radar screen window on and off. Appearing in the upper left or right corner of the screen (in the backfield of the defense), the radar screen shows you a bird's-eye view of every player on the field. It's a handy device on plays that are—or might become—spread out over a large part of the field, such as kick-offs, punts, and long pass plays.

THE YARDAGE GAUGE

The yardage gauge appears between plays from scrimmage, to show a description of the last play, penalties, etc.

GAME OPTIONS

Between plays, you can press START to go to a GAME OPTIONS screen that gives you the following choices. Use the up and down control pad buttons to scroll through them, then press Y, B, A or X to select the one that's highlighted.

CALL TIMEOUT. Highlight "Call Timeout" and press the Y, B, A or X button when you return to the PLAY SELECT screen. You will have 25 seconds to select your next play.

CONTROLLER STATISTICS. It allows you to see a breakdown of statistics – such as yardage and tackles – by controller.

GAME STATISTICS. In addition to the score, this shows you each team's time of possession, first downs, total yards, rushing and passing yards, plus average gain, longest gain, and so forth.

INSTANT REPLAY. Select this to watch a replay of the play just completed. Instant replays can be a great learning tool, allowing you to study how you executed a certain play,

why it worked or didn't work, how the other team played it, and so forth. When you go to an instant replay, use your Y, B, and A buttons as "VCR-style" controls, as diagrammed in the lower right-hand corner of the screen, and watch the "tape" of the play. Press A to play, Y to rewind, and B to step – frame by frame – through the replay.

END GAME. This cuts off the game in progress and returns you to the GAME OPTIONS set-up menu.

SAVING YOUR GAME. Once you've *completed* a won tournament game it will automatically be saved for you. The next time you go into the game a **Continue Tournament** option will appear on the main menu.

The Playbook

OFFENSE

Lead Trap

DBL Fly

SB Sweep

SS Cross

RB Sweep

RB Out

Bootleg

22 Under

SS Reverse

WR Slant

Open Bootleg

RB Release

Single Sweep

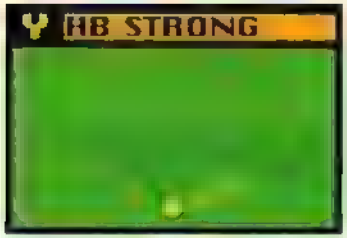
GP Slant

HB Slant

Single Fly

Pitch Out

DT Slant



HB Strong

HB Cover

WR Reverse

DI Slant

HB Draw

TE Fly

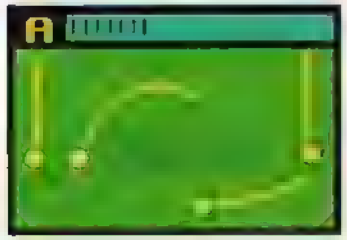
Post

Draw

Short Out

Curl

SG Bootleg



Hook

HB Dive

Deep Slant

22 Sweep

TE Hook

22 Trap

Deep Out

FB Trap

DBL Hook

46 Sweep

Stop-Go

QB Sneak

RB Hook

SS Option

RB Deep

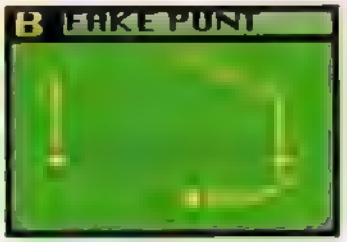
Quick Out

Field Goal

Fake Field Goal

Field Goal

Punt



Fake Punt

Punt

Quick Trap

RB Curl

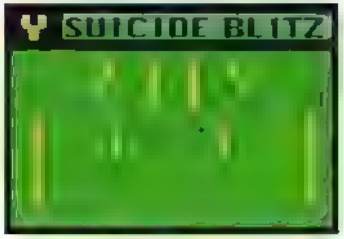
WS Option

DEFENSE

Short Zone

DLB Blitz

Mid Stuff



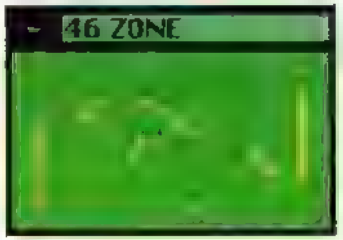
Suicide Blitz

Prevent 1

Safety Blitz

CB Cover

46 Attack



46 Zone

Prevent 2

Side Blitz

54 Strong

Prevent 3

Prevent Long

MLB Blitz

Man Strong

LB Blitz

Prevent 4

Punt Return

Punt Block

Field Goal Block

NCAA Football Credits

Project Manager	Henrik Markarian
Programming	Andrew Iverson Henrik Markarian Gary Vick
Game Design	Henrik Markarian Jim Molitor
Artwork	Joan Igawa Louis Johnson Dan Guerra
Music, SFX, V/O	By DMP Ent. / Andy Armer
Sound Conversion	Paul Gadbois for DMP Ent.
Producer	Jim Molitor
Quality Assurance	Marty La Fleur, lead Frank Coles Craig Brisgel Hugh Mason Scott Van Schoick Eddie Ramirez Jon Howe
Special Thanks	Mike Duffy Jim Fisher Don Laabs
Sound Driver	© Chip Level Designs

Limited Warranty

The Software Toolworks, Inc. warrants to the original purchaser of this product that the recording medium on which this software product is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

The Software Toolworks, Inc. does not warrant that this software product or the recording medium on which it is recorded (collectively "Game Pak") will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL THE SOFTWARE TOOLWORKS, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to:

The Software Toolworks, Inc., 60 Leveroni Court, Novato, CA 94949
or call:

USA (415) 883-5157

NOTES

The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949

Printed in Japan